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Number 30

# GAMESHARK™

## MAGAZINE

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GET READY FOR:

# GAME BOY ADVANCE

## ENEMY IN THE GATES

Hmm. What to talk about...what to talk about...

ES is slowly creeping upon us as I write this, the Game Boy Advance is loitering on the horizon, there are 2 new systems on the way, and Sega is now becoming a software-only company. You'd think a game geek like me would be more psyched out, but I'm not, which bothers me. This is a weird time in the gaming industry. The powers that govern have switched hands, and rather than Sony, Sega, and Nintendo battling it out, it will be Sony, Nintendo, and Microsoft.

Think about this for a moment: Microsoft. The American born system will have the fight of its life when it's released, simply because it's also American system that must prove itself more than anything in existence. We suffered through the Jaguar and 3D0, and we lost our 2600s years ago. But this is 2001, and we have a PC giant eyeing the console world. They already have a powerhouse of exclusives (including *Dead or Alive 3*), and they've got Sega making games for them, some of which include their heritage like *Panzer Dragoon*. There's also the massive amount of 2nd Party developers that are programming for Xbox (the name of Microsoft's console system) and Xbox alone. Web all of these events going for the system, they still have to worry about the Japanese market. Seeing how about 80% of all console games come from the East, Microsoft is going to have to pull some serious strings to make sure their precious box has the support it needs from both sides of the ocean.

Now, Sega as a software developer also intrigues me. Think about this for a moment: you boot up your system, you see the PlayStation logo, which is then followed by the Sega logo. Some the Hengshang, the mascot that drove the Genesis line home everywhere where will now be running on his former rival's adaptable system. *Virtua Fighter 4* will have an exclusive version on the PlayStation 2. Besides being just weird, this new set-up now opens up a whole new set of rivalry, mainly between Sega and Electronic Arts. Good EA, who lately hasn't been up to par, will now have to deal with Visual Concepts (the guys and gals that give us on-line sports titles on the PC) on the same system. With Sony's sports titles taking over titles all over the place, the new sports rivalry will be a big bonus for game players everywhere.

Speaking of rivalries, there's a peculiar ad that has been seen in Japan. Sega and Namco shared a two-page spread advertisement spot in one of the major newspapers. Pictured were Aika from *Virtua Fighter 4* and Jin from *Tekken Tag Tournament*. Both character faces were as big as the newspaper, each having their own page. Is there some secret "Versus" title that would house both sides in one panel? Hell, Sega finally found their calling as a software company and prepping the big panel! If this rumor-filled ad is the truth, does that mean we could see more tag team games from separate companies? The mind works all the possibilities.

Going publications all over the world are chronicling this upcoming year will be the biggest battle in gaming history. Whatever the outcome, you can be sure we'll be here to help "cheerlead" whatever side you take!

You can count on it.

Jason Dvorak  
Dangerboy

GAMESHARK MAGAZINE  
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I'll begin with a series of Pokémon letters that came addressed to Gaidelby. In his typical fashion, he forwarded them to me, and then graciously about something. They're from a tomecious youngster named Johnathan Green...

(time email was sent - 10:14 pm)

I want to now how to get Sunne, what is the code? Also how do you duplicate Masterballs?  
Johnathan Green

(time email was sent - 10:33 pm)

I want you to tell me every code in the world! Even for the Masterballs, and Sunne the legendary bird. Sincerely,  
Johnathan Green

(time email was sent - 10:33 pm)

How many Pokémon are there in gold and red versions? I want you to tell me the code for Sunne. And the code to get infinitely Masterballs. Also tell me all the codes in the world. Is there such thing as a Sunne the legendary bird? Is there such thing as a legendary Pokémon? I want you to write back to me.  
Johnathan Green

I asked CodeBoy for a response, and he didn't have one. He just thought anyone should see this kid's rapid fire emails. Something tells me he wants Sunne and some Masterballs. I could make a Masterball joke, but I won't. It's for too long.

Now, a letter from Skeeter

Hey my name is Skeeter and I saw the article about the DBI road for Quake 3, at GearsHerk.com. I was wondering when it is supposed to come out, cause I am dying to play it, and where can I get it from and when it does come out.

Thanks,

Skeeter

Skeeter...that makes me laugh.

Skeeter,

The DBI road for Quake 3 will be coming out soon. That's all the developers are saying right now. I assume that you'll be able to get DBI for Power from the developers. I'm not sure about what stores, if any, will carry it. Also, The DBI road for Quake 3 will be coming out soon. That's all the developers are saying right now.

Woody Doug

And finally, a letter from Roscoe Billings.

I can't download the Gore and Bush...is it possible to do so?

Thanks...

Roscoe,

You want Gore and Bush? You go to another site, buddy. This is a gaming site, and you'll have to find your violence and sex somewhere else.

Woody Doug

PS: Don't drive so fast when you're chasing those Duke boys. You're almost always going to hit a jump that will render your car inoperable.

## dangerous designs

Hey everyone, welcome back to the Dangerous Designs section. Our "Creative-Character" call has been answered again, and we're here to show them off to the world. Our first hero is Max Rage, a character who would appear in *Final Fantasy X*, and was drawn by Dwight Hasker. The creature with the big tail belongs to Blake Pagan and its name is Banababine. You'll find it inside any *Pokémon* game. Our final created character is actually a villain. Known only as Evil Benke, the dark entity is the creation of Joshua Ploumy. Look at that evil grin...Dr. Robotnik would be proud. That's it for this issue's gallery, see you next issue!

Send your Drawings to:  
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## REVIEWS

## THE BOUNCER

By Elizabeth Hardy

the, the premier sounds sweet, and all the hype and noise built this up to be a killer side-scrolling game, possibly being the most innovative since the first Pac-Man came out. But, alas, the very thing that made it so innovative is also what makes it so hard to love. Larcia (minus the action movie part of that sentence. The music of *Acronia* itself, however) is full of cinema sequences, using some of the same graphics, some using pre-rendered FMV. Some of the sequences are so good, it's like watching a cinema. A typical 10-minute chunk of game play is 5 parts cinema and 1 part actual game. Should you die in that 7-minute sequence, you're left with a clip. Even losing two battles against such times is acceptable. But, the problem is that you can't see the replay value of the game, and because you can't see any value to it, this isn't what, like it isn't even in good action mode. Played in the case of combat *Acronia* shows American chicle disease, the plot is as cheap as a soap opera and all the action sequences are so good, it's like watching a soap opera. I don't get it, why not just make a movie, then get it on VHS, then get it on DVD, then get it on Blu-ray, then get it on 4K, then get it on 8K, then get it on 16K, then get it on 32K, then get it on 64K, then get it on 128K, then get it on 256K, then get it on 512K, then get it on 1024K, then get it on 2048K, then get it on 4096K, then get it on 8192K, then get it on 16384K, then get it on 32768K, then get it on 65536K, then get it on 131072K, then get it on 262144K, then get it on 524288K, then get it on 1048576K, then get it on 2097152K, then get it on 4194304K, then get it on 8388608K, then get it on 16777216K, then get it on 33554432K, then get it on 67108864K, then get it on 134217728K, then get it on 268435456K, then get it on 536870912K, then get it on 1073741824K, then get it on 2147483648K, then get it on 4294967296K, then get it on 8589934592K, then get it on 17179869184K, then get it on 34359738368K, then get it on 68719476736K, then get it on 137438953472K, then get it on 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When you finally do get to the game person, you need to keep yourself from thinking so as not to miss it. Not all of every fight in the game is you and your team powered up? I always expect 4 times over. Occasionally you will get two different enemies on screen, but then you only have three time chances, and that's it. Not like it matters though, since your partners don't do crap. Most of the time they just have to take care of, or maybe that's just me, but they get the job done. There's no real strategy in the game, so I don't remember the game ever being a very hard one. It's very easy to be in a losing position and win, so I usually have no moves, or at least not enough to keep you interested. The game tries to take advantage of the pressure sensitive buttons, forcing you to use a certain strength, but it's a little bit of a let down, you're forced to keep moving and more through by getting 50 points as you defeat enemies. That means if you're a friend like someone, you won't get the 50 points. Guess what, that means you won't keep fighting off both bad guys and good guys.

With the game play completely outbalanced, the only thing that really is right with the game is the graphics. Lots of detail can be found in the characters and backgrounds. The game has a very good story line. The story line is that Square still hasn't given up on their idea, which is that the game is a horror story about a man who is a very good person, which is not a good sign for future Square releases. Most likely, the game has some good stuff, but when it's repeated of the company, there's not much you can say about it.

## driving emotion type 5

Buy now!

If you've ever been stupid enough to get completely drunk beyond belief at a bar or friend's house, and then drive home, then you've already played this game.

This is absolutely the worst control I've ever used in a driving game. It's really impossible to straighten your car's front or rear wheel. Just touching the analog stick shows your car into a big curve in that direction. Tapping the stick the opposite way just sends the car to the other side of the track. There's no middle ground.

Making the game more irritating is the AI, where no other car on the track seems to have these handling problems, so the slightest missteer and you'll be at the back of the pack with no way to regain the lead.

Surprisingly the game flicks a lot, due to the lack of anti-aliasing. Extended play can result in headaches or seizures. Pick up a good racing game like Ridge Racer V or Smuggler's Run before working your money on this.

Platform:	PlayStation 3
Genre:	Fighting
Developer:	Dream Factory
Publisher:	SquareSoft EA
<b>OVERALL RATING:</b>	<b>5.5</b>
Graphics:	8.0
Sound:	8.0
Control:	4.0
Fresh Factor:	4.0
Quality:	5.0



## ΚΛΟΚΟΥΕ ΚΙΝΟΣ 2001

By name

Boxing's one of those sports that lends itself well to arcade-style games but not too well to sims. Such is the case with *pool*, *NO Kings*, and unfortunately this installment as well.

The game has a lot of good things going for it, with a ton of features to choose from including female players and a cross-e-fighter feature. There are also a bunch of cam modes, the Tower Mode being the highlight, allowing you to look and fight through the stats. Everything except the crowd looks pretty good, too. Some parts of the fighter's bodies look too realistic, and not as appealing as I'd like, but for the most part the level of detail is fantastic.

The problem is in the action. There really isn't a ton of it. All of the punches seem smothered, and it ends up looking like an updated *Rocky* or *Batman Returns*. Some extra time spent on the punch sequences would have really gone a long way.

Hopefully this can be cleaned up for the next iteration, and while they're at it maybe EA can offer us a more in-depth creative engine. Other than those things, *EA GAMES 2004* is a solid name.

Platform:	PlayStation 3
Genre:	Sports
Developer:	EA Sports
Publisher:	EA Sports
OVERALL RATING:	7.6
Graphics:	8.0
Sound:	6.0
Control:	8.0
Fresh Feature:	8.0
Gameplay:	8.0



## zone of the enders

By: [Dariusz Kowalski](#)

It's never not for its sister Blomshøj. Some of Enders would be one of the most perfect pieces of our time. However, some original flaws and other like Western ones prevail. Rowson's latest #52 title from truly relative suspense.

We'll begin with the usual crew, which is graphics. When doing a review, a person is supposed to judge that game to its current peers, as well as its past. Well, let me tell you that **T.C.B.** is off the charts.

[illegible]

Now for my highest possible amount of praise and I say I've never played a game that felt this silly and the melding of three separate genres: Omega Force, since 1992. The difference here is that something

The set-up allows you to rotate while you crouch, but applied as crouching will, with very, very, very, you rotate with a gun and sword, and as you move at, will have access to various sub-weapons. Each crouching and how requires a certain attack pattern, which is not that hard to figure out. Anything that happens to you is your fault, and your loss. Not blaming the controls or control pad. The first manual, 200, provides an incredible if just a bit less overall positive experience.

Platform:	PlayStation 2
Genre:	Action
Developer:	Konami
Publisher:	Konami
OVERALL RATING:	9.3
Graphics:	9.5
Sound:	9.0
Control:	10.0
Fresh Factor:	10.0
Gamefile:	8.0



Platform:	Playstation 2
Genre:	Driving
Developer:	Squaresoft
Publisher:	Squaresoft
Crash Rating:	4.5
Graphics:	7.0
Sound:	7.0
Control:	3.0
Fresh Factor:	4.0
Gameplay:	4.0







## Conker's Bad Fur Day

By Life  
I was waiting for a game like this for a while; raucous humor mixed with Disney-esque characters. The game contains three sexual themes throughout the game, rated for ages 18+ as a result of the game's explicit drug, sex, and language. I was in for it.  
The cutsey lovable animals only get so cute as the coarsely smooth animalistic design can be overlooked. For a AAA game this isn't bad at all. The way the world was laid out was like a trippy version of Disney Land. The cut scenes were nicely done either they aren't those nice CG-style minis, but it doesn't matter, but the game graphics actually look like a video game and not a cartoon. The character animation is smooth and concise, contrasting initially on clipping at all, and there's never too much going on at once with the graphics.

The sound isn't too shabby either, the music can get a little annoying at times but it isn't overbearing. The sound work switches up regularly as it doesn't become too repetitive. The sound effects are great, from the sounds of bugs running when you go to the sound of Conker making through a field of crops. The effects are perfect for the situation and again taking place, they add to the richness of the game. The game definitely appealed to my senses.

I can't honestly recommend I had as much fun playing it as I. The game was fun perfectly, and it would put the NBA back in the competition for a while. Conker's proved to be a much needed break from all of these serious, plus enforced and generic shoot-'em-up games. With its raw, slapstick, humor and adding game play, and its colorful landscape and twisted scenarios, this game is a hit in my list. It is too bad that it took Nintendo so long to release this game because I might have bought their next video game. I am really looking forward to seeing a version of this on the Game Cube. A definite 10! Put one up if you can because this is destined to become a classic.

Platform: Nintendo 64  
Genre: Action  
Developer: Rare  
Publisher: Nintendo

OVERALL RATING: 9.0  
Graphics: 8.0  
Sound: 9.0  
Controls: 9.0  
Fresh Factor: 10.0  
GameLife: 10.0



## Snoopy Tennis

By Cadeby  
Never, under any circumstances, take a note of a child who plays Little League baseball and try to play tennis with him. This is the main thing that I came to understand about the game of tennis. It's the most miserable of all of its kind, and also the least French-influenced of all of its kind, so therefore the most important. I hated playing tennis as a child, and even the chance. I imagine he hates it now, but the wonder of video games is that you can do something that you hate in a way that is fun, and actually enjoy it as a child.

Snoopy Tennis started with a lot of fun. Perhaps it's my lack of interest with tennis, or the horrible perception, or maybe the fact that I don't think in real life, but my initial reaction was to put the person down and do some thing else. After the first, or second, or third, I started to focus and hit the ball properly when I was playing on the background side of the court, but put me on the background side and I couldn't play the ball at all. Then I hit the ball and I just say the game is so pro, because the sound is so good. I just love the sound of the ball. The first thirty or so sets, I was for the ball to be in my side of the court, and watch the other player. I picked up on the game play and was able to actually win a good portion of the matches, and even progress in the Championship Mode.

After it matches with one of the original 16 cartoon characters, a new character becomes available. There are 4 cartoon characters to play, and the sound keeps the game alive up there, even if you're interested in tennis is minimal. A pleasant surprise is the form of two things that are present in my childhood, but, Game play and tennis. Well, with drinking out mean if you aren't any good at it very much of sports class.

Platform: Game Boy Color  
Genre: Sports  
Developer: Infogrames  
Publisher: Infogrames

OVERALL RATING: 8.2  
Graphics: 8.0  
Sound: 9.0  
Controls: 8.0  
Fresh Factor: 8.0  
GameLife: 8.0



## Fuzzed

By Lik  
I must say that I was rather impressed with this game. Now it is not anything to write home about by a long shot, but it was pretty challenging. I don't really see a lot of puzzle games, but once I played this game I was at a loss to say it after the first few minutes. The puzzle is simple but has to match up piece identical places in a straight line to clear them off the board. There is a trick to it though, you have to make sure that you do it strategically or you will find yourself with nowhere to stand and be forced to start over again, which is not a very good thing. The puzzle is simple but has to match up piece identical places in a straight line to clear them off the board. There is a trick to it though, you have to make sure that you do it strategically or you will find yourself with nowhere to stand and be forced to start over again, which is not a very good thing. The puzzle is simple but has to match up piece identical places in a straight line to clear them off the board. There is a trick to it though, you have to make sure that you do it strategically or you will find yourself with nowhere to stand and be forced to start over again, which is not a very good thing.

Specifically the game is easy, with just a few hints to keep your eye on the screen, while the music is tolerable. The game controls are pretty well considering that there is not much to do in the game. The game is set up simple, with easy movement and animation.

Since there wasn't much to this collecting puzzle game, and since this is a perfect game for those who like to play a game that is not too hard, this game is a perfect game for those who like to play a game that is not too hard. Since there wasn't much to this collecting puzzle game, and since this is a perfect game for those who like to play a game that is not too hard, this game is a perfect game for those who like to play a game that is not too hard.

Platform: Nintendo 64  
Genre: Puzzle  
Developer: Concomity  
Publisher: Nintendo

OVERALL RATING: 4.8  
Graphics: 3.0  
Sound: 3.0  
Controls: 4.8  
Fresh Factor: 5.0  
GameLife: 4.0



## Kirby's Nit and Tumble

By Lik  
I don't really know what to think of this game. It's a bit of a disappointment, but it's a bit of a disappointment. I don't really know what to think of this game. It's a bit of a disappointment, but it's a bit of a disappointment. I don't really know what to think of this game. It's a bit of a disappointment, but it's a bit of a disappointment. I don't really know what to think of this game. It's a bit of a disappointment, but it's a bit of a disappointment.

The worst of this game is simple, however Kirby himself is a bit of a disappointment. The worst of this game is simple, however Kirby himself is a bit of a disappointment. The worst of this game is simple, however Kirby himself is a bit of a disappointment. The worst of this game is simple, however Kirby himself is a bit of a disappointment.

Specifically this game is your run of the mill cartoonish 2D game. The developers did a nice job as the members. It's really nice and fun, it's really nice and fun. It's really nice and fun, it's really nice and fun. It's really nice and fun, it's really nice and fun. It's really nice and fun, it's really nice and fun.

But then, there's the gimmick: the feature controls. Not a bad idea, actually it's pretty original, but on the GBC it's not. The main reason that this concept doesn't blow over so well is for the fact that you have to be GBC for enough that you can no longer see what is going on as the screen. If there were a quick light function on the GBC, this game would have worked out nicely. With all of the objects that you have to avoid, the game started to make me angry instead of being fun due to the limited control features, it's disappointing because this could have been a good game if everything worked out.

Unfortunately I see out in the market for some cartoonish GBC games, especially one that is not very good with this. The example of a title of the art style game, it doesn't help that you have to make the game every so often just to make it perfect right.

The bottom line is this would be a decent game for the new GBA step it is when you have more hand power. Please do try to play this game without proper light or you will not get anywhere. This is the worst rental game. It's fun for about the first 15 minutes or until the GBC gimmick wears off, which is about somewhere around 1 to 2 minutes.

Platform: Game Boy Color  
Genre: Action  
Developer: Nintendo  
Publisher: Nintendo

OVERALL RATING: 6.0  
Graphics: 7.0  
Sound: 6.0  
Controls: 4.0  
Fresh Factor: 8.0  
GameLife: 5.0





**GAME BOY ADVANCE**



SYSTEMS INTEGRATION

CPU  
Screen

- 32-bit ARM with embedded memory
- 2.0" TFT reflective screen
- 240x144 resolution
- 40 lines x 41.2mm screen size
- 32,768 possible colors
- 517 semitransparent colors in dithered mode;
- 32,768 simultaneous colors in bitmap mode
- 82mm(L) x 144.5(W) x 24.5mm (H)
- 140g
- 2 AA batteries
- 75 hours
- Cartridge format, Game Boy compatible
- Game Boy Color compatible

## THE FUTURE OF PORTABLE GAMING

With the Game Cube and Xbox coming out, you'd think the last thing on Nintendo's mind would be to release a new portable system. Well, they're not only prepared to release the new Game Boy Advance in America, they're pretty darn sure it's going to be a success.

Rather than being a minor upgrade like the Game Boy Color was, the GBA is a whole new beast of a system, providing about twice the graphical capabilities

and a sound by that makes the GBC finally an archive. The first time you use the GBA in action, you know that Nintendo has something



up the

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

Let's discuss the flagship game, *Super Mario Advance*. At first glance, it seems nothing more than a reissue: Super Mario Bros. 2 from the NES days. Upon closer look though, you'll see a lot more graphics, and some neat twists that make the game stand out more than ever. As for the controls, they're a little different from previous products, which includes super sword enemies and items, new block ground level that rivals the Super NES version of Mario All-Stars, and other list the effects here and there. With the sound, all the main characters now have perfect speech clips, and some of the bosses even talk to you. When listening to the game, you'll hear a new sound effect, the "super" sound, which is something to be as you go.

Besides Mario and Bowser, there are other NES and Super NES titles making their way to the GBA, like *F-Zero*, *Super Street Fighter II Final Fight*, *Pro Pinball: The Simpsons*, *San Monero Kart*, and more. Even better, there are even PlayStation titles like *Rayman* in the works for it. While other games have been announced, we can only hope that this marks more classic games from the past will return to Nintendo's portable house. Besides these reissues, there will be

new titles also show off much of the eye-leaving potential.

So with all this killer hardware, you'd expect the GBA to be this classy little beast, but fear not, fellow gamers, this is one of the best portables yet. When you turn on the GBA, the disk is slightly loose from the cover, revealing, as it fits in a much wider slot. It's now sideways; layout allows your hands to be placed more comfortably around the system as well as across the two new buttons on top, bringing the total action buttons to eight. The screen is 2.5 inches, it's the same depth, but that jump is now contained (rather than being at the base). The system is backwards compatible with all GBC and original GBC games with the option of keeping the old GBC cover. The GBA is also compatible with the GBA+ cards. Parents will also be pleased by the system's battery usage. It gets a whopping 15 hours on two AA batteries. There's also the odd fact that the system can be hooked into the Game Cube, but for now, the screen still remains a mystery, and the GBA's future is still a bit of a mystery. But for now, it's the best portable you can find. **Transfer: B for the Pokétopia!**

Currently there are only plans to release three colors in the United States, purple, clear and white. Japan has already released a Gatten.



Silver Pokémons version and a pink model. Considering how many shades the GSC went through, I'm sure we can expect the newer imported colors (as well as other colors) to make it to the American market.



seems a bit steep, this will make good news for older games. Since the system is backward compatible, you'll be able to load up an old-fashioned CIB software to

play on the system while you store your records for the latest CBA game.

Now, inside ring what message your sending. Are pretty sure you're young. But where is the GameShark for DS? Well, you have no need to worry about the either. Our boys at the labs are currently working on the tentatively titled GameShark Advance, which will help everyone with a GBA enhance (though "enhance" sounds so much more fancy than what we're doing). So far there's no price or release date available, but expect it to come out around the GBA launch date, full of codes and special features.

With no competition, the Game Boy Advance looks like it's going to take the world by storm, and continue the legacy that Nintendo holds in the portable gaming world. Stick with GameShark Magazine, and let's take the Adventure.

**Scheduled for Release  
At or Around Launch**

Allig Mini Advance  
 Cardboard Circle of the Ikoon  
 ChoCho Rocket11  
 Dodge Ball Advance  
 Earthworm Jim  
 F-Zero  
 Fire Pro Wrestling  
 GT Advance Championship Racing  
 High Heat Baseball 2002  
 Indian 3-D  
 Keweenaw Krazy Racers  
 PLEAT: The Mayan Adventure  
 Rayman Advance  
 Rally 2 Kumbler Boxing Round 1  
 Super Mario Advance  
 Tiger Hawk Pro Skater 2  
 Top Gear GT Championship  
 Twisted Metal and the Magic Jewel

**Scheduled for Release:**  
November 4, 1994

Dark Arena  
Doom  
F-14 Vengeance  
Fortress  
Lady Sita  
LEGO Bionicle: Tales of the Tohunga  
Madd Hattimay's Pig BMX  
Shawn Palmer's Pro Snowboarder  
Spider-Man: Raptorial's Renegade  
Z-Man: Rise of Apocalypse



# to hack with it

## It's time to "DO" it again!

By FNG

Is it that time already? Well, if my Wily Kate and Ashley friends is correct, then yes... It's time to share my above-average hacking abilities with the Gameshark community once again! Are you all ready to get down and dirty with the "DO, a.k.a. "Activator" code for the PlayStation? I can't hear you!!! (Well, I can't expect to actually HEAR you.) By a show of hands, how many of you out there in GS land own a Gameshark COX and ShenLiLink? Come on, don't be ashamed to admit it. Now, how many own a Gameshark PRO? (I saw a few hands up on that one!) These may even be a few folks out there, like myself, with an old fashioned Camera Link. The reason I'm asking is simple, today I'm going to join my hacking tip toward folks who answered yes to any of the previous questions!

If you've been following my hacking tips, you're probably sick of hearing about those types of codes. Not to worry, today will be the last time you'll have to read through an "Activator" code tip. (We hope.) It's sort of off by doing the most common values for button presses in a PlayStation game. (Keep in mind that not ALL games use these values.)

PSX Controller button values:	
Up .....	(10000)
Right .....	(20000)
Down .....	(40000)
Left .....	(80000)
Select .....	(10100)
Start .....	(10001)
Triangle .....	(00101)
O .....	(00001)
X .....	(00010)
Square .....	(00000)
L1 .....	(00004)
R1 .....	(00008)
L2 .....	(00012)
R2 .....	(00020)
L3 .....	(00006)
R3 .....	(00002)

(L1 and R1 are the buttons found when you press R1 on the analog sticks.)

### Now onto the good stuff!

Let's start off by selecting Resident Evil 3: Nemesis as our example game. Let's say that we've found a code that would allow us to choose what character we were using (80001F86 0000), and we didn't want to have to use 1 character ALL the time! Let's say we went on to use Jill in her 6th costume at the beginning, and when we press a certain button (let's believe) we could switch to a different character, like Carlos. Well, let us need to find the address in the PlayStation memory that contains the value of each button press.

### Carlos Link/COX & Shark Link owners:

Start by holding left on the D-Pad. While you're holding this left on, do a search equal to 8000 (H00) or 32768 (002A16). Next hold right on the D-Pad and do a search equal to 2000 (H00) or 8192 (002A16). Now press and hold R1 and do a search equal to 8. Repeat this process until you end up with about 10 or so results. If you activate the right code, the game will act as if

you are pressing the button specified constantly (if you activated the value 8000, your character will constantly be spinning in a circle).

### Gameshark Pro owners:

Start by holding left on the D-Pad. While you're holding this left, press the GS button and do a search for a known value, equal to 8000 (H00) or 32768 (002A16). Next hold right on the D-Pad, press the GS button and do a search for a known value, equal to 2000 (H00) or 8192 (002A16). Now press and hold R1, press the GS button and do a search for a known value, equal to 8. Repeat this process until you end up with about 10 or so results. It suggests that your last search is for the value of left on the D-Pad, 8000, since it's easier to tell when you activate the right code... Your character will constantly be spinning in a circle. Now that we've found the address for the "Activator" code (8000C830) we need to change the 8 in 8000C830 to a 0 and assign a value to the end of it.

8000C830 now becomes 0000C830

If we decide to activate the code with the L2 button, we'll look at the chart above and add 0001 to the end of our code to make it 0000C830 0001

Now the question is, which character do we want to use when we press the L2 button?

I've done all the work for you, so here's the list on for each different character you can choose from:

80001F86 0017 = Character Modifier  
(7 = one of the following values)

- 00 = Jill (Costume 1)
- 01 = Jill (Costume 2)
- 02 = Jill (Costume 3)
- 03 = Jill (Costume 4)
- 04 = Jill (Costume 5)
- 05 = Jill (Costume 6)
- 06 = Regina (New Orleans)
- 07 = Carlos
- 08 = Mikhail
- 09 = Michael
- 0F = Tofu

Let's say we want to have Carlos as our character when we press L2.

80001F86 0017 would become 80001F86 0008

To finish the code we would have to combine the character modifier code with the activator code we just made. This will look like:

0000C830 0001

80001F86 0008

What happens if we don't want to use Carlos any more? Well if just add another character modifier to another activator. This time we'll take R2 (button) and assign Mikhail to it. This would look like:

0000C830 0002

80001F86 0009

### Break it down FNG!

Explanation of 0000C830 0001

0000C830 - The address in the PlayStation's memory that tells when a specific button or combination of buttons are pressed

When the 8 is changed to a 0, the Gameshark is

telling itself to execute the next code ONLY when the address 0000C830 is equal to a specified value. (bottom) (pressed)

0017 = The value of the button or buttons as the PlayStation's controller that are being pressed...

### Explanation of 80001F86 0017

80001F86 - The address in the PlayStation's memory that tells what character is being displayed

0017 = The value of the character being displayed (AR, Carlos, Tofu, etc.)

OK, we've successfully created 2 codes that SHOULD change the character we are playing with whenever we press a dashed button. Maybe we should test them out

OOPS, I pressed the L2 and NOTHING happened!! After all that work, the stupid code doesn't work! WRONG! This is what we have at Gameshark can have to do as a regular basis before we release our codes to the public, TEST, TEST, TEST... (And you thought Godelay, Lnk, and I were just slow getting our codes on the site!)

It turns out that if I held down L2 while the game is loading, I DO start as Carlos, and if I held R2 while spinning a circle, I become Mikhail when the game is done loading and I appear on the other side. It looks like our code has a small catch, you need to hold the button down while the game is loading to begin a different character! This isn't THAT big of a deal since the game reloads each time you see the cut scene while walking through a door! So, walk through a door, hold L2 and become Carlos when you come out on the other side, or hold R2, walk through a door, and become Mikhail on the other side. Pretty cool huh? We just created an DWGAL code... I might just have to post this on our site in the Resident Evil 3 code!

You didn't think we were done did you?

For fun, we'll attach Jill in her 6th costume to an activator to show how to use combination of buttons.

1. Take the character modifier code and attach the value of Jill in her 6th costume, (80001F86 0005)
2. Decide which buttons you wish to have activate this code (R1 & L1 simultaneously)
3. Add the values of R1 (00008) and L1 (00004) to find the correct value for the activator (8 + 4 = an HEX is NOT 12, it's C)
4. 0000C830 001F becomes 0000C830 000C

Attach the activator code to the character modifier code  
0000C830 000C  
80001F86 0005

I hope you all found this helpful, joining by our vlogs e-mails, I think I'm providing a fairly helpful service to all you soon-to-be experts out there... (Just don't put me out of a job too fast!!) Thanks for taking the time to read through my hacking tips, and thanks for supporting Gameshark! (Member knowledge is power!) ABUSE IT!!!











# gameshark upgrade options

1. **PlayStation®2**  
If you have the current version of the Gameshark Lite, you will receive a check or money order for \$25.00 and we will replace your Gameshark Lite with a Gameshark Lite version 3.0. This newer version of the Gameshark Lite will allow you to use the new codes.

2. **PlayStation®2**  
If you have the current version of the Gameshark Lite, you will receive a check or money order for \$25.00 and we will replace your Gameshark Lite with a Gameshark Lite version 3.0. This newer version of the Gameshark Lite will allow you to use the new codes and will be compatible with all of the new codes.

3. **Gameshark Pro**  
If you can send in your version 3.0 and we will upgrade the unit to the 3.1 version of change.  
4. **Gameshark Pro**  
If you can send in your 3.1 and we will upgrade the unit to the 3.2 version of change.  
5. **Gameshark Pro**  
If you can send in your 3.2 and we will upgrade the unit to the 3.3 version of change.

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If you have the current version of the Gameshark Lite, you will receive a check or money order for \$25.00 and we will replace your Gameshark Lite with a Gameshark Lite version 3.0. This newer version of the Gameshark Lite will allow you to use the new codes and will be compatible with all of the new codes.

7. **PlayStation®2**  
If you have the current version of the Gameshark Lite, you will receive a check or money order for \$25.00 and we will replace your Gameshark Lite with a Gameshark Lite version 3.0. This newer version of the Gameshark Lite will allow you to use the new codes and will be compatible with all of the new codes.

8. **Gameshark Pro**  
If you can send in your standard Gameshark Lite along with a check or money order for \$25.00 and we will replace it with the Gameshark Pro version 3.0. The Pro will allow you to use all of the new codes.

9. **Gameshark Pro**  
If you can send in your Gameshark Pro along with a check or money order for \$25.00 and we will replace it with the Gameshark Pro version 3.1. The Pro will allow you to use all of the new codes.

10. **Gameshark Pro**  
If you can send in your Gameshark Pro along with a check or money order for \$25.00 and we will replace it with the Gameshark Pro version 3.2. The Pro will allow you to use all of the new codes.

11. **Gameshark Pro**  
If you can send in your Gameshark Pro along with a check or money order for \$25.00 and we will replace it with the Gameshark Pro version 3.3. The Pro will allow you to use all of the new codes.

12. **Gameshark Pro**  
If you can send in your Gameshark Pro along with a check or money order for \$25.00 and we will replace it with the Gameshark Pro version 3.4. The Pro will allow you to use all of the new codes.

## GAMESHARK FAQ

If I have purchased the PS2 Gameshark and would like to add new PlayStation codes to the archive disk that came with the Gameshark, is this possible?

No, the bonus disk that is included is not upgradeable. If you would like to add new PlayStation codes to your PS2 system you will need to purchase the PlayStation Gameshark CDX version 3.0 or the Gameshark Lite and a 15 block memory card.

Is there upgrade available for the Gameshark CDX for PlayStation?

Yes, the v3.5 CDX upgrade CD is now available for \$19.00 (U.S. funds). Contact [support@gameshark.com](http://support@gameshark.com) or call (408) 785-4384 to place an order.

Is there an upgrade currently available for the Gameshark Gameshark version 3.1?

No, there is not an upgrade currently available for the version 3.1. When the upgrade is available it will be posted on [www.gameshark.com](http://www.gameshark.com) for you to download to your Gameshark.

I have purchased the Gameshark 2 v1.3 for my PlayStation 2 console and it is not working properly? What is the problem?

Check the version number of your PS2 Gameshark. If you own version 1.0, 1.1, or 1.2 you can contact our Consumer Service department to receive a free upgrade CD to correct the problem. Simply send proof of purchase (UPC from the box or copy of the sales receipt) along with a brief note explaining the problem to our office and we will be glad to process your request.

OVER 1000 GAMESHARK CODES  
ARE FEATURED IN EACH ISSUE

# Play With Us!™

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## Mobile Monitor™

When living action of the PS one™ is particularly hot, parents find laptops around a 15" or 16" screen. The Mobile Monitor™ attaches to the back of the PS one™ and the high resolution screen keeps the action vibrant and crisp. With the Mobile Monitor™'s 15V input, you can also hook it with any game system, VCR or DVD player that has an output. A car power adapter is included, which powers both the Mobile Monitor™ and the PS one™ controls.





# RETROMAGS

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